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AMIGA

The Entertainment Magazine

GHOSTBUSTERS™ II

PLAYER'S GUIDE

GHOSTBUSTERS™ II

FIVE YEARS LATER....

Ghostbusters doesn't exist anymore! The last real job they had involved bubbling up a 100 foot Marshmallow man and blowing the top three floors off an up-town high rise for which they were sued. The citizens of New York believing as time passed that they had been victims of a colossal hoax.

The Ghostbuster team now earn their living hiring themselves at parties, running occult bookshops and appearing on seedy occult TV programmes.

It's winter time and the New Year is just around the corner. Dana Barrett has returned to live in the city with her baby son Oscar. The city seems even more paranoid than she remembers it. she is returning from the store laden with groceries when the buggy Oscar is travelling in begins to jolt forward. The brakes unlock themselves. She reaches towards the handlebars, but the buggy rolls forward just out of her reach and stops. Surprised by the movement she reaches for the handlebar again, but this time the buggy rolls even further away. Alarmed now, Dana hurries after it, but the buggy keeps rolling down the street at ever increasing speed.

Dana chases the buggy down the street, shouting to passing pedestrians for help, but everytime someone reaches out to stop it, the buggy swerves and continues unchecked.

It comes to a dead stop in the middle of the street, a bus narrowly missing it by inches. Cars and trucks swerve and hit the brakes as Dana runs to the intersection and snatches up the baby. She hugs him close, deeply relieved, then looks at the buggy with the dawning awareness that the supernatural has re-entered her life.

When there's something strange in your neighbourhood, who you gonna call?

"GHOSTBUSTERS!"

The Ghostbusters II games involve three main sequences from the film. Watching the film will aid you in unravelling some of the puzzles.

LOADING INSTRUCTIONS

C-64 Cassette

Insert the cassette in your data cassette. Hold down the SHIFT key and press RUN/STOP.

C-64 Disk

Insert the disk in the drive. Type LOAD "*",8,1 then press RETURN.

C-128

Type GO64 then press RETURN. type Y when prompted, followed by RETURN, then following the appropriate C-64 instructions.

Spectrum Cassette

Insert cassette in your tape recorder and type LOAD "" then press ENTER. Press play on the tape recorder. If using 128K machine then use LOADER.

Amstrad Disk

Load the game with RUN" DISK (ENTER)

Amstrad Tape

Press CTRL and the small ENTER key. Press play on cassette recorder.

Atari ST

Insert disk A in drive A and switch on the computer.

Amiga

Turn on the computer and wait for the WORKBENCH prompt, then insert disk A in drive DF:ø.

GHOSTBUSTERS™ II

ALL VERSIONS

VAN HORNE

You must guide the Ghostbuster to the bottom of the airshaft in order to collect a sample of slime.

Swing left and right to collect items from the sides of the shaft, making the Ghostbusters feet touch the items to pick them up.

When a ghost touches the Ghostbuster he will lose courage; this is shown on the indicator on the bottom right of the screen.

Courage can be restored by collecting bottles of elixir from the sides of the shaft.

When the face in the courage indicator looks terrified and the bar next to it is at it's lowest point then the ghostbuster will fall from the cable.

There are three weapons available to the Ghostbuster and these can be selected by pressing the spacebar to cycle through them:

Proton beam

PKR bomb

PKR shield

Extra PKR bombs and shields can be collected from the side walls of the airshaft and these will be needed.

The PKR bombs can be fired by holding the fire button and moving up or down, when you want the bomb to explode release the fire button.

The winch cable can come under attack from sawing monsters that appear from the side walls. Sawing monsters will saw away at the cable until it snaps (a close up of the cable can be seen on the right of the screen) unless they are destroyed by the Ghostbuster with a PKR bomb.

In order to collect a sample of the slime the three parts of the retractable scoop must be collected from the sides of the airshaft.

C-64

USE Joystick only to control the Ghostbuster.

Spacebar toggles the weapon in use

Press 'P' to pause the game.

Spectrum

Keyboard controls:

> Z - LEFT
>
> X - RIGHT
>
> J - UP
>
> N - DOWN
>
> K - FIRE

KEMPSTON or SINCLAIR joystick to control the Ghostbuster.

Spacebar toggles the weapon in use.

Press 'P' to pause the game.

Amstrad

All games can be played on joystick or keys as Spectrum.

Atari ST

Use Joystick only control the Ghostbuster.

Spacebar toggles the weapon in use.

Press 'P' to pause the game.

Press 'ESC' to quit present game.

Amiga

As Atari ST.

ALL VERSIONS

You must help the Ghostbusters reach the Museum of Art before the birth of the New Year.

The Ghostbusters are in the crown of the Statue of Liberty as it makes its way down Broadway. You control the fireball and must protect the Statue and the population of the city from the evil ghosts that are intent on your destruction.

The Statue of Liberty is powered by slime and this is represented by a glass bottle on the bottom left of the screen. Every time the Statue is hit by a ghost then the slime will decrease.

You only have a limited number of shots for each fireball and these are shown in the bottom panel. When you run out of shots the fireball dies and a new one is generated by the Statue's torch. This in turn reduces the amount of slime in the Statue because of the energy needed to create a new one.

When the fireball shoots a ghost it turns into a droplet of slime; the droplets always fall to the pavement below where they stay until a new wave of ghosts appear.

The Statue's slime can be replenished by sending the population backwards and forwards along the road ahead to pick it up - the spacebar is used for this and toggles left and right. As soon as a man touches a droplet of slime it is automatically transferred to the Statues supply.

The longest bar chart in the score panel indicates the distance travelled by the Statue.

BROADWAY

C-64

Use joystick only to control the fireball.

Press Space bar to make men walk left/right.

Press 'P' to pause the game.

Spectrum

Keyboard controls:

Z - LEFT

X - RIGHT

J - UP

N - DOWN

K - FIRE

KEMPSTON or SINCLAIR joystick to control the fireball.

Press the spacebar to make men walk left/right.

Press 'P' to pause the game.

Amstrad

All games can be played on joystick or keys. Keys as Spectrum.

Atari ST

Use joystick only to control fireball.

Press the spacebar to make men walk left/right.

Press 'P' to pause the game.

Press 'ESC' to quit the present game.

Amiga

As Atari ST.

THE MUSEUM

ALL VERSIONS

Controlling each of the Ghostbusters you must rescue Oscar the baby and destroy Vigo the Carpathian.

When abseiling in from the roof, push up to close the Ghostbusters hands and push down to open them.

To change weapons, position the pointer over a weapon and press fire. Move the weapon to it's new position and drop it by pressing fire again.

WEAPON ENERGY

CURRENT SELECTED CHARACTER

VIGOS STRENGTH

VIGO

JANOSZ'S STRENGTH

CHARACTERS STRENGTH

PERCENTAGE OF TRANSFER TO BABY